

Building the Orx library on a Mac with Code::Blocks

You can use Code::Blocks on a Mac in order to build the Orx library. I will assume that you have covered the step at [Cloning and building the Orx library on the Mac](#) but have come here because you would rather use Code::Blocks than gmake.

Downloading Code::Blocks for Mac

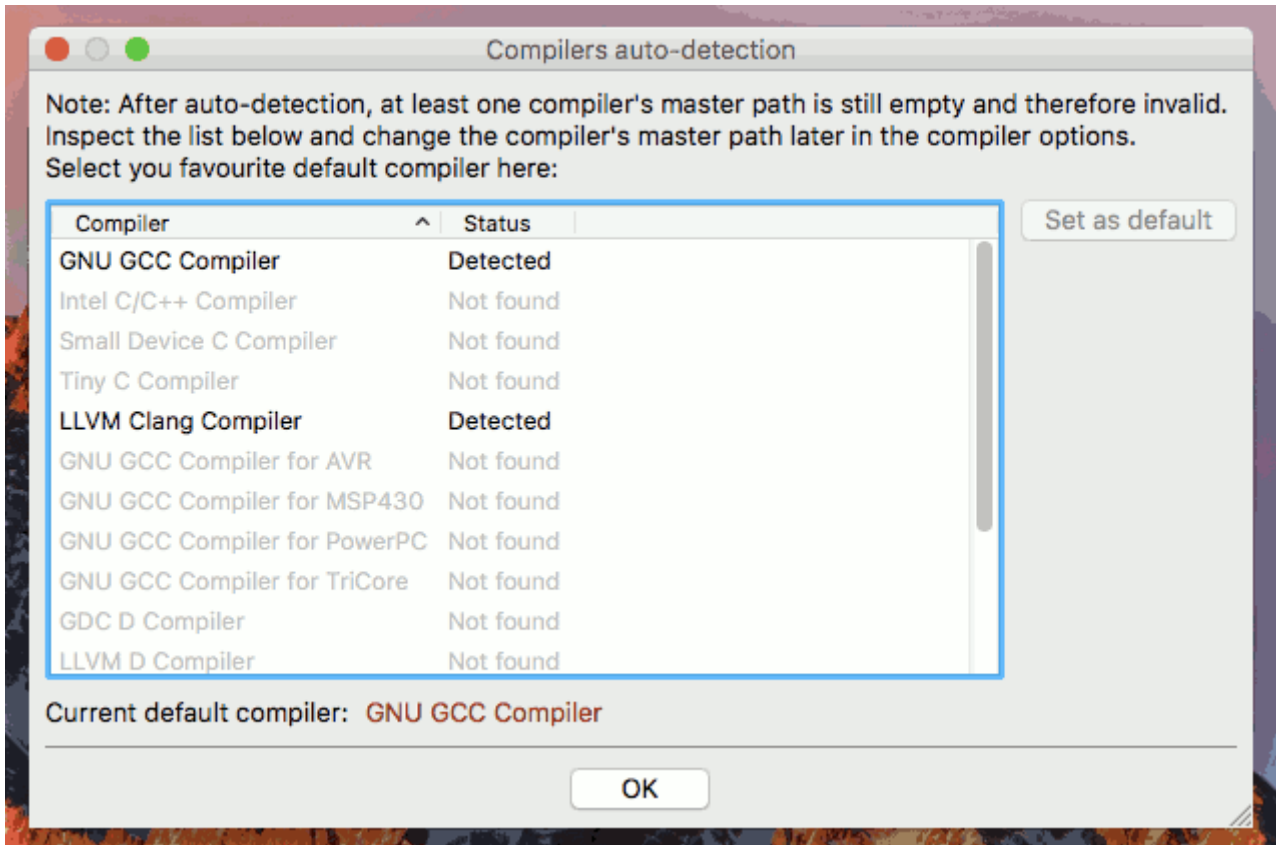
If you don't have Code::Blocks yet, you can download from here:

<http://www.codeblocks.org/downloads/binaries#mac>

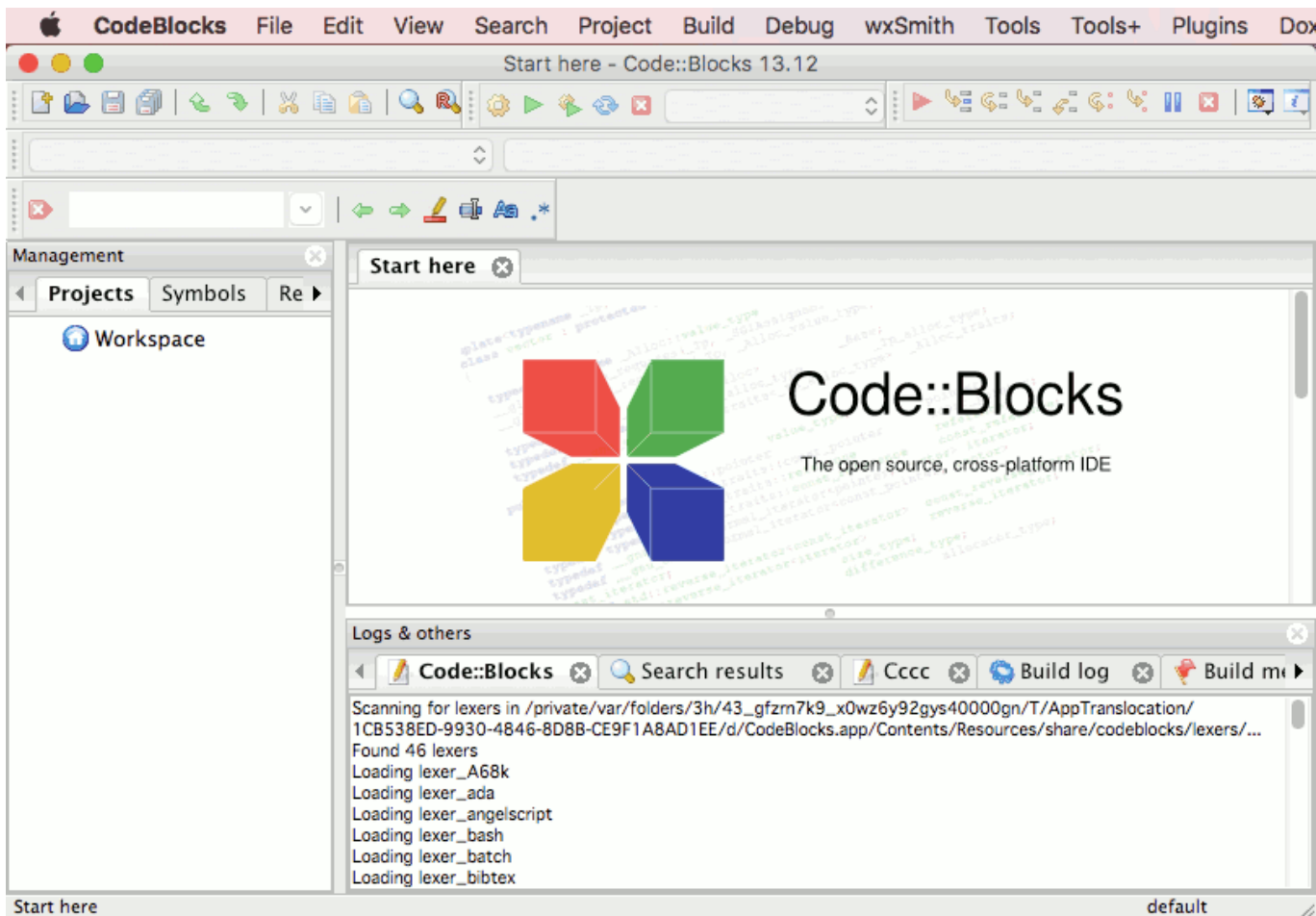
Unlike Codelite, Code::Blocks version 13.12 (the last from 2013) will happily work on all versions of Mac OS X. If you don't want to upgrade your OS to try Codelite, try Code::Blocks instead.

Building Orx

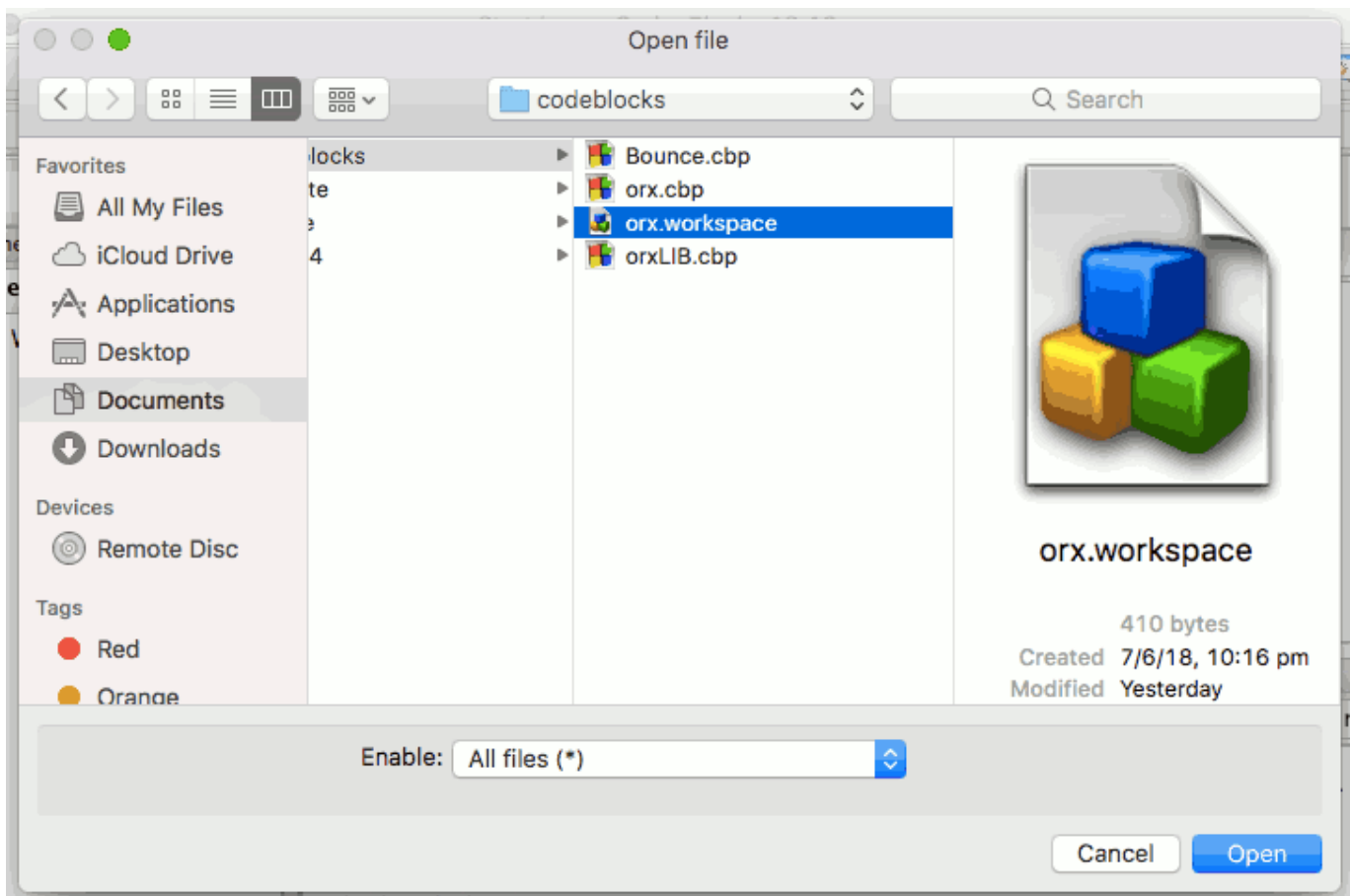
Launch Code::Blocks. If this is the first time you have launched it, you will be asked what compiler to use:



Both compilers listed will alias back to the same one on the Mac. So you can just pick the LLVM if you wish.

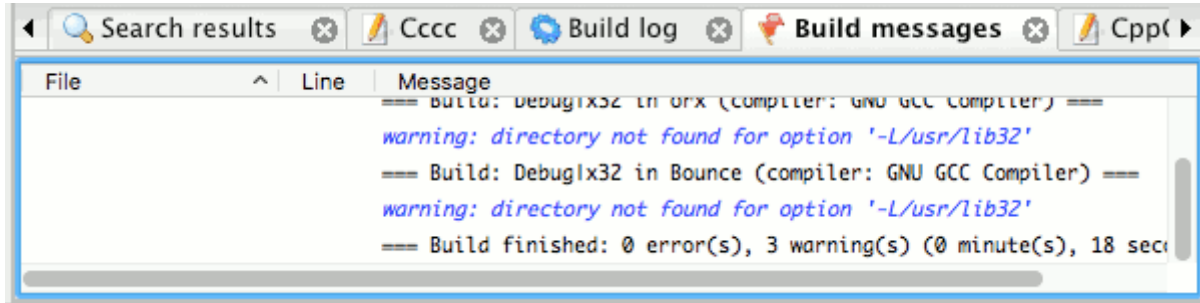


Use Code::Blocks to open the workspace at orx/code/build/mac/codeblocks:



Build the default config of Debug by selecting the **Build Workspace** menu from the **Build** menu.

Confirm the output of the build to ensure everything built correctly:



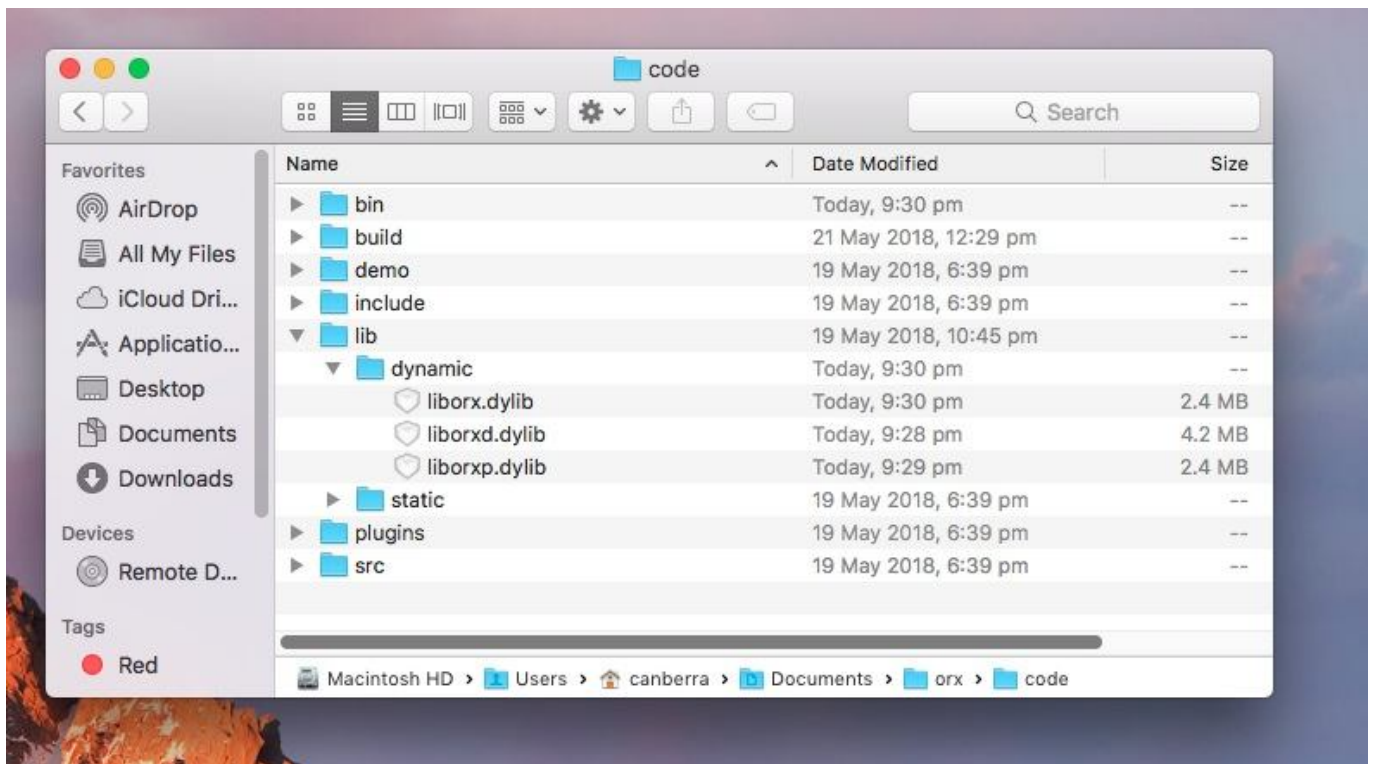
Now to change from the **Debug|x64** build to the **Profile|x64** build on the **Workspace** tab.

Then build again.

Finally, switch to the **Release|x64** configuration and build again.

Finding our Orx libraries

These are saved to the `orx/code/libs/dynamic` folder. Use finder to take a look at the output:



You can see the `liborx.dylib`, `liborxd.dylib` and the `liborxp.dylib` versions.

Well done. You have compiled the Orx library which can now be used in your own game projects.

Now we are ready to [make a game project of our own](#).

From:

<http://www.orx-project.org/wiki/> - **Orx Learning**

Permanent link:

http://www.orx-project.org/wiki/en/orx/mac/building_orx_using_codeblocks_for_mac

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